Revised Ranger

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

RANGER ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR ☐ | SIMPLE WEAPONS ☐

MEDIUM ARMOUR ☐ | MARTIAL WEAPONS ☐

HEAVY ARMOUR ☐ | SHIELDS ☐

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used / Total

d10

DEATH SAVES

SUCCESSES ○○○

FAILURES ○○○

NAME	ATK BONUS	DAMAGE/TYPE

FAVOURED ENEMY

Level	Enemy
1st	
6th	

BONUS DAMAGE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS

1st	2nd	3rd	4th	5th
○	○	○	○	○
○	○	○	○	○
○	○	○	○	
○				

SPELLS KNOWN

Level	R			
	○		○	
	○		○	
	○		○	
	○		○	
	○		○	
	○		○	

FAVOURED ENEMY — LEVEL 1

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one.

NATURAL EXPLORER — LEVEL 1

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.
- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as normal.
- While tracking other creatures, you learn their exact number, their sizes, and how long ago they passed through the area.

FIGHTING STYLE — LEVEL 2

RANGER ARCHETYPE FEATURE — LEVEL 3

PRIMEVAL AWARENESS — LEVEL 3

You can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You cannot use this ability against a creature that you have attacked in the past 10 minutes.

By spending 1 minute in concentration, you can sense any of your favored enemies within 5 miles of you. This reveals which of your favored enemies are present, their numbers, and their general direction and distance from you. If there are multiple groups of your favored enemies within range, you learn this information for each group.

RANGER ARCHETYPE FEATURE — LEVEL 5

GREATER FAVOURED ENEMY — LEVEL 6

You have advantage on saving throws against the spells and abilities used by a greater favored enemy.

RANGER ARCHETYPE FEATURE — LEVEL 7

FLEET OF FOOT — LEVEL 8

you can use the Dash action as a bonus action on your turn.

HIDE IN PLAIN SIGHT — LEVEL 10

When you attempt to hide on your turn, you can opt to not move on that turn. Creatures that attempt to detect you take a -10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone. You are still automatically detected if any effect or action causes you to no longer be hidden. If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

RANGER ARCHETYPE FEATURE — LEVEL 11

VANISH — LEVEL 14

You can use the Hide action as a bonus action on your turn.
You can't be tracked by nonmagical means, unless you choose.

RANGER ARCHETYPE FEATURE — LEVEL 15

FERAL SENSES — LEVEL 18

When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER — LEVEL 20

Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies.